Guide No. 78214A

COLECOVISION™

CARTRIDGE INSTRUCTIONS

DONKEY KONG™

by Nintendo™

- One or two players
- Select from four skill levels

Plays, sounds and scores like the DONKEY KONG™ arcade game!

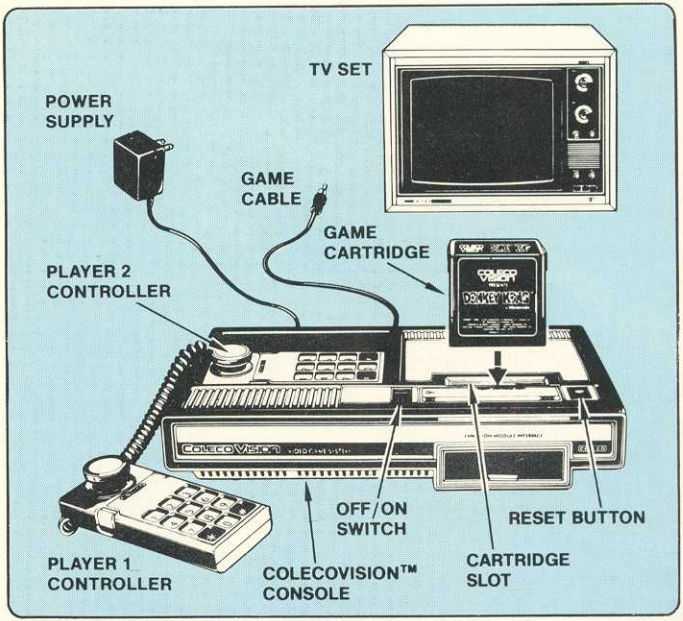
COLECO

GAME DESCRIPTION

Based on the sensational Nintendo arcade game, COLECOVISION™ DONKEY KONG™ features an action-packed rescue adventure of man against ape! Donkey Kong™ has stolen Mario's girlfriend and taken her to the top of a steel structure. You move Mario over girders and up ladders, leap over tumbling barrels, dodge lethal fireballs and jump onto fast-moving elevators, trying to rescue Mario's girlfriend from Donkey Kong™!

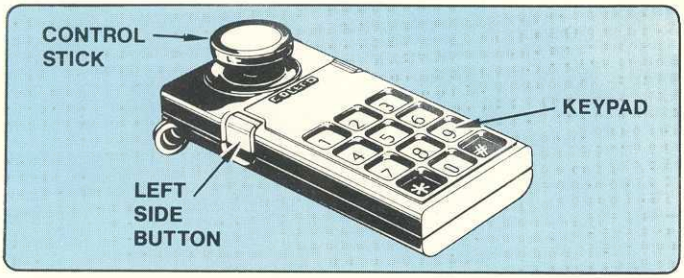
DONKEY KONG™ features three incredible adventures — ramps, rivets and elevators. Your skill and speed determine your point total. How high can you score trying to rescue Mario's girlfriend?

GETTING READY TO PLAY



- Make sure the COLECOVISION™ console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt wall outlet.
- TV should be on and tuned to same channel as the Channel Select switch on the console.
- To play one-player DONKEY KONG™, use the controller in Port 1 (rear jack). To play two-player DONKEY KONG™, use both controllers.
- **ALWAYS MAKE SURE COLECOVISION™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.** Turn OFF/ON switch to ON after cartridge is inserted.

USING YOUR CONTROLLERS



NOTE: For a one-player game, use the controller in Port 1. For a two-player game, Player 1 uses the controller in Port 1; Player 2 uses the controller in Port 2.

Using the Buttons and Control Stick for DONKEY KONG™

1. **Keypad:** Keypad Buttons 1-8 allow you to select a Game Option before beginning a game. Pressing * after a game allows you to replay your Game Option; pressing # after a game allows you to return to the Game Option screen.
2. **Control Stick:** Pushing the Control Stick left or right causes Mario to run. Pushing it up or down while Mario is under or over a ladder causes him to climb.
3. **Left Side Button:** Pressing the left Side Button makes Mario jump.

HERE'S HOW TO PLAY

STEP-BY-STEP INSTRUCTIONS

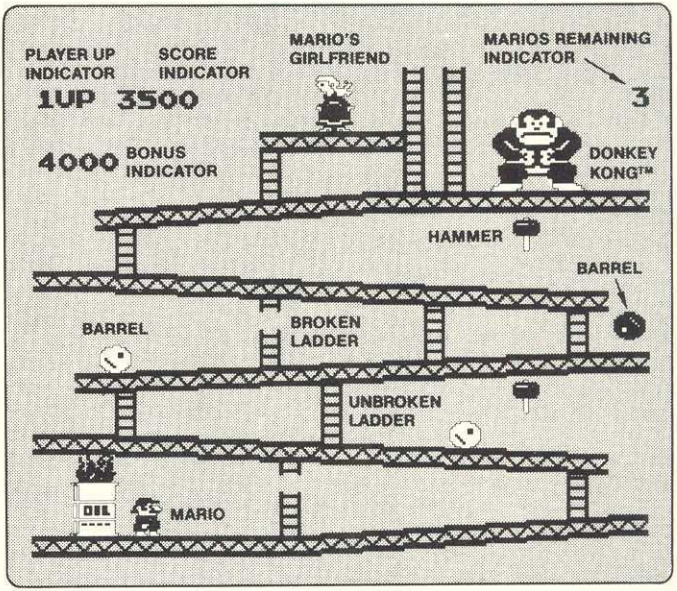
NOTE: If you are playing a two-player game, players take turns. Player 1 goes first, and each turn lasts until the player's Mario is eliminated.

STEP 1: The choice is yours.

Press the Reset Button and the title screen for DONKEY KONG™ will appear on your TV. Wait for the Game Option screen to appear. It contains a list of game play options. Select one by pressing the corresponding number button on either controller keypad.

STEP 2: Start at the bottom.

After you select a Game Option, the first of your Marios appears at the bottom left corner of the ramps. To rescue Mario's girlfriend, move him up to the ramp where she is held captive.



STEP 3: Mario to the rescue!

To reach his girlfriend, Mario must climb up or down unbroken ladders. (Notice that Mario can climb part of the way up a broken ladder.) Jump or avoid the barrels thrown down by Donkey Kong™ to halt his progress.

STEP 4: Hammer away!

Learn just the right technique to make Mario jump up and grab the hammer. With the hammer, Mario can hit barrels for points! Remember, — Mario can't climb ladders or jump while holding the hammer. When the hammer disappears a few seconds later, Mario must avoid the barrels once again!

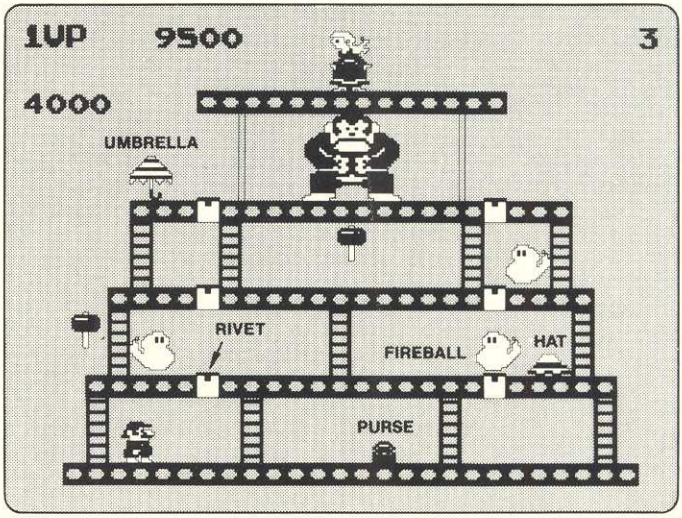
STEP 5: Time is running out . . .

As you race Mario up the ramps, the bonus keeps getting smaller. When it decreases to 1000 points, a warning sound begins. If the bonus reaches zero, Mario is eliminated. If Mario reaches his girlfriend, the remaining bonus is added to your score.

STEP 6: Mario's magic touch.

When you reach the top of the ramps, Donkey Kong™ takes the girlfriend up to the rivet screen. Mario must remove all the rivets to save her. To remove a rivet, Mario simply runs or jumps over it — and it disappears. But once the rivet is gone, Mario may only JUMP over the gap.

Jump over or avoid the dangerous fireballs!



STEP 7: Chivalry is not dead.

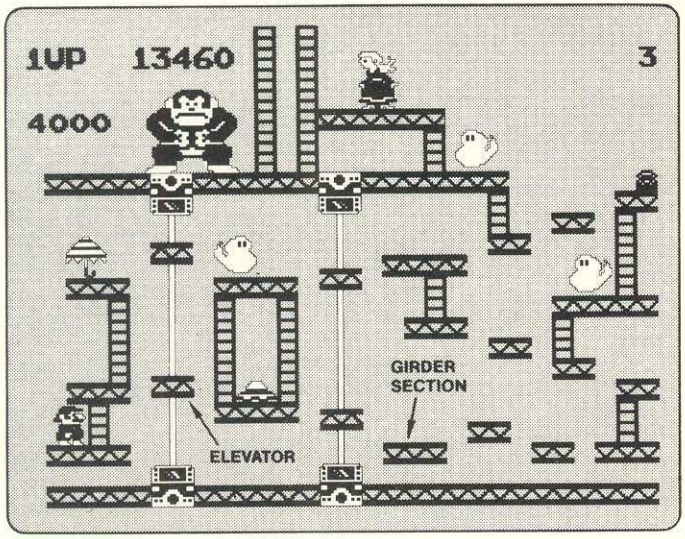
If Mario grabs his girlfriend's hat, purse, or umbrella, he earns extra points.

STEP 8: Donkey Kong™ does it again!

When Mario removes the last rivet, Donkey Kong™ takes the girlfriend to a still higher section, so that you can try your skill on the elevators.

STEP 9: Success is a few jumps away.

When Mario makes it to the elevators, he has to jump to and from moving elevators to reach his girlfriend. When jumping on and off elevators, make sure your timing is right. If Mario jumps too soon or too late — poor Mario!



STEP 10: The fun never ends . . .

When you reach the top of the elevator screen, the game continues to cycle through the screens — but the action gets harder as you go! Keep playing until you run out of Marios.

STARTING OVER

To continue playing the same Game Option as you have been playing, press *. Or press # to select a new Game Option by going back to the Game Option screen.

NOTE: The Reset Button on the console "clears" the computer. It may be used to start a new game at any time, and can also be used in the event of game malfunction.

SCORING

Starting Bonus Values

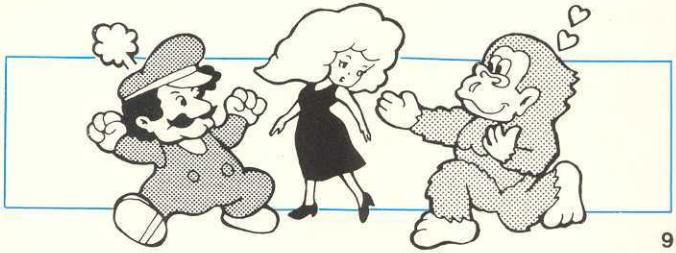
Level 1:	4000 points
Level 2:	5000 points
Level 3:	6000 points
Level 4:	7000 points
Level 5:	8000 points

Jumping a barrel or fireball	100 points
Eliminating a rivet	100 points
Smashing a barrel or fireball	300 points
Grabbing an accessory (hat, purse or umbrella)	300 points

In games played at Skill 1 (Game Options 1 and 5), each player gets five Marios. At all other skill levels, each player gets three Marios. In all games, a player receives a bonus Mario at 10,000 points.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing DONKEY KONG™, but it is only the beginning! You'll find that this cartridge is full of special features to make DONKEY KONG™ exciting every time you play. Experiment with different techniques — and enjoy the game!



90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of any video game cartridge it manufactures, that the cartridge will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

If your cartridge fails to operate properly DURING THE FIRST 90 DAYS AFTER PURCHASE, return it postage prepaid and insured, with your name, address, proof of the date of purchase and a brief description of the problem, to the Factory Service Station as listed. If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused it therefore will not be covered by the warranty, then you will be advised in advance of repair costs.

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at its authorized Coleco Service Station, and Coleco shall in no event be liable for incidental, consequential contingent or any other damages, (some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you). This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism or misuse.

This warranty is made in lieu of any other express warranty, and except for the foregoing warranty which is exclusive, there is no other express warranty being made.

This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

Please read the Owner's Manual carefully before using the product. If a malfunction occurs, please refer to the trouble-shooting checklist in the Owner's Manual for your video system. If you cannot correct the malfunction after consulting the trouble-shooting checklist, please call the Factory Service Station listed in your video system manual.

CARTRIDGE SERVICE POLICY

If your cartridge requires service after expiration of the 90 day Limited Warranty period, Coleco will service the cartridge and put it in working condition or replace it with a reconditioned unit (at our option), on receipt of your cartridge, postage prepaid and insured, with your check in the amount of $10.00 payable to Coleco Industries, Inc.

For service information regarding your Coleco cartridge call 1-800-842-1225. This service station is in operation from 8:00 a.m. to 4:30 p.m., Eastern time, Monday thru Friday.

Coleco's service obligation does not apply to defects arising from abuse, misuse or alteration of the cartridge. If the cartridge is found to have been consumer damaged or abused it therefore will not be covered by the warranty, then you will be advised in advance of repair costs.

Please allow 4-6 weeks for repair and return.

All returns must be directed to:

Coleco Industries, Inc.
Consumer Electronics Department
P.O. Box 47
Amsterdam, New York 12010
Attention: Consumer Quality Manager

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